UNITED STATES PATENT AND TRADEMARK OFFICE

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
10/692,673	10/24/2003	Leonardo Blanco	MS1-1756US	9982

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EXAMINER
NGUYEN, PHU K

ART UNIT	PAPER NUMBER
2673	

DATE MAILED: 10/07/2005

Please find below and/or attached an Office communication concerning this application or proceeding.

	Application No.	Applicant(s)
Office Action Summary	10/692,673	BLANCO ET AL.
	Examiner	Art Unit	
	Phu K. Nguyen	2673	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE <u>3</u> MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.
- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133).
  Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☒ Responsive to communication(s) filed on <u>27 October 2003</u>.

2a)☐ This action is **FINAL.**   2b)☒ This action is non-final.

3)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

4)☒ Claim(s) *1-26* is/are pending in the application.

    4a) Of the above claim(s) _____ is/are withdrawn from consideration.

5)☐ Claim(s) _____ is/are allowed.

6)☒ Claim(s) *1-4,8,9,14,21 and 26* is/are rejected.

7)☒ Claim(s) *5-7,10-13,15-20 and 22-25* is/are objected to.

8)☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

9)☐ The specification is objected to by the Examiner.

10)☐ The drawing(s) filed on _____ is/are: a)☐ accepted or b)☐ objected to by the Examiner.

    Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

    Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

11)☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

12)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

    a)☐ All   b)☐ Some * c)☐ None of:

      1.☐ Certified copies of the priority documents have been received.

      2.☐ Certified copies of the priority documents have been received in Application No. _____.

      3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

    * See the attached detailed Office action for a list of the certified copies not received.

PHU K. NGUYEN
PRIMARY EXAMINER
GROUP 2300

Attachment(s)

1)☒ Notice of References Cited (PTO-892)
2)☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
3)☐ Information Disclosure Statement(s) (PTO-1449 or PTO/SB/08)
    Paper No(s)/Mail Date _____.

4)☐ Interview Summary (PTO-413)
    Paper No(s)/Mail Date. _____.
5)☐ Notice of Informal Patent Application (PTO-152)
6)☐ Other: _____.

The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that

form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless –

(e) the invention was described in (1) an application for patent, published under section 122(b), by another filed in the United States before the invention by the applicant for patent or (2) a patent granted on an application for patent by another filed in the United States before the invention by the applicant for patent, except that an international application filed under the treaty defined in section 351(a) shall have the effects for purposes of this subsection of an application filed in the United States only if the international application designated the United States and was published under Article 21(2) of such treaty in the English language.

Claims 1-4, 8-9, 14, and 21-26 are rejected under 35 U.S.C. 102(e) as being

anticipated by WILT (6,919,900).

As per claim 1, Wilt teaches the claimed "animation rendering system",

comprising: "a high-level animation subsystem that handles interaction functions for the

system" (Wilt, video sources 106a-106c); "a low-level animation subsystem that handles

display functions for the system" (Wilt, display device 102); "at least one high-level clock

that is referenced by high-level animation operations; at least one low-level clock that is

referenced by low-level animation operations" (Wilt, column 11, lines 55-57; column 12,

lines 3-24); "a communications channel for sending messages between the high-level

animation subsystem and the low-level animation subsystem according to a

communications protocol" (Wilt, graphics arbiter 400); and "wherein the communications

protocol includes information provided to the low-level animation subsystem by the high-

level animation subsystem that designates an animation and specifies how the

animation is to change over a specified period of time, thereby ensuring that the low-

level animation system has information to process several frames of the animation"

(Wilt, column 11, line 55 to column 12, line 24).

Claim 2 adds into claim 1 "the communications between the high-level animation subsystem and the low-level animation subsystem are asynchronous" (Wilt, the communication of the arbiter to the display sources and the display device are not synchronized; column 11, lines 14-54).

Claim 3 adds into claim 1 "the low-level animation subsystem renders animations at a constant display frame refresh rate; and the high-level animation subsystem handles interactions at a variable rate that is slower than the constant display frame refresh rate" (Wilt, the display sources 106a-106c with variable rates and the display device 102 with a constant refresh rate; column 4, lines 64-66 and col. 6, lines 44-48).

Claim 4 adds into claim 1 "at least one message sent from the low-level animation subsystem to the high-level animation subsystem to handle synchronization between the high-level animation subsystem and the low-level animation subsystem" (Wilt, the display source 106a receives the information from the display device 102 related to an estimate of when the display 102 will present its next frame).

Claims 8-9 claim a method based on the system of claims 1-4; therefore, they are rejected under the same reason.

As per claim 14, Wilt teaches the claimed "system", comprising: "a high-level

animation subsystem configured to receive animation information from an application"
(Wilt, video sources 106a-106c); "a low-level animation subsystem configured to render
one or more animations according to the animation information" (Wilt, display device
102); "a low-level timing engine configured to monitor one or more low-level clocks in
the low-level animation subsystem and to synchronize the low-level clocks with one or
more high-level clocks; a high-level timing engine configured to monitor one or more
high-level clocks in the high-level animation subsystem according to one or more high-
level animation objects" (Wilt, column 11, lines 55-57; column 12, lines 3-24); "to
transmit animation messages to the low-level timing engine, the animation messages
conforming to a communication protocol" (Wilt, graphics arbiter 400); and "wherein the
animation messages that are transmitted from the high-level timing engine to the low-
level timing engine designate one or more animation objects and how the animation
objects are to change over a specified period of time" (Wilt, column 11, line 55 to
column 12, line 24).

Claim 21 claims a high level animation subsystem of performed in the
system claimed in claims 1-4; therefore, it is rejected under the same reason.

Claim 26 claims a low level animation subsystem of performed in the system
claimed in claims 1-4; therefore, it is rejected under the same reason.

Claims 5-7, 10-13, 15-20, and 22-25 are objected to as being dependent upon a

rejected base claim, but would be allowable if rewritten in independent form including all of the limitations of the base claim and any intervening claims.

The following is a statement of reasons for the indication of allowable subject matter:

Claim 5 adds into claim 4 "synchronize with media slip message that identifies a target clock associated with an animation and an amount that the target clock must slip to synchronize the high-level animation subsystem with the animation being run by the low-level animation subsystem"

Claim 6 adds into claim 1 "the following parameterized messages that are sent from the high-level timing engine to the low-level timing engine: a create clock message with initial clock properties parameter; an update properties message with a target clock parameter and an updated properties parameter; an add interval message with a target clock parameter and an interval properties parameter; a reset synchronization slip message with a target clock parameter; a remove all intervals message with a target clock parameter; and a delete clock message with a target clock to delete parameter."

Claim 7 adds into claim 1 "the following parameterized messages that are sent from the high-level animation objects database to the low-level animation objects database: a create animation message with an output value type parameter, an animation function parameter and a controlling clock parameter; an update animation message with a target animation parameter and an updated properties parameter; a create animation collection message with a list of animations parameter; an add

animation to collection message with a target animation collection parameter and an animation to add parameter; a remove animation to collection message with a target animation collection parameter and an animation to remove parameter; a create static value message with a value type parameter and an initial value parameter; and an update static value parameter with a target static value object parameter and a new value parameter."

Claim 10 and its dependent claim 11 add into claim 8 "the following messages that are sent from a high-level animation subsystem timing element to a low-level animation subsystem timing element: a message to create a clock; a message to update clock properties; a message to add an interval to a clock; a message to remove all intervals for a clock; and a message to delete a clock."

Claim 12 adds into claim 8 "the following messages that are sent from a high-level animation subsystem animation object element to a low-level animation subsystem animation object element: a message to create an animation; a message to update an animation; a message to create an animation collection; a message to add an animation to an animation collection; and a message to remove an animation from an animation collection."

Claim 13 adds into claim 8 "the following messages that are sent from a high-level animation subsystem animation object element to a low-level animation subsystem animation object element: a message to create a static display value; and a message to update a static display value. "

Claim 15 adds into claim 14 "a synchronize with media slip message that

identifies the high-level clock and an amount by which the high-level clock must slip to
maintain synchronization with a low-level clock that corresponds to the high-level clock."

Claim 16 adds into claim 14 "the following messages: a create clock message
that identifies clock properties; an update properties message that identifies updated
clock properties; an add interval message that adds a timing interval to clock properties;
a remove intervals message that removes timing intervals from clock properties; and a
delete clock message that deletes a clock."

Claim 17 adds into claim 14 "the following messages: a create animation
message that creates an animation; an update animation message that updates an
existing animation; a create animation collection that identifies multiple animations to be
grouped; an add animation to collection message that identifies an animation to add to
an identified animation collection; and a remove animation to collection message that
identifies an animation to remove from an identified animation collection."

Claim 18 adds into claim 14 "the following messages: a create static value
message that identifies a value type and an initial value to display; and an update static
value message that identifies a static value to update and a new value for the static
value."

Claim 19 adds into claim 14 "the low-level timing engine is configured to send a
synchronization message to the high-level timing engine according to the
communication protocol that identifies a high-level clock and measure of how much the
high-level clock should be altered to synchronize the high-level clock with a low-level
clock."

Claim 20 adds into claim 14 "at least one low-level animation object; at least one high-level animation object configured to communicate with the low-level animation objects through communication protocol messages to create and update the low-level animation objects to reflect the high-level animation objects."

Claim 22 adds into claim 21 "the following messages: a create clock message that identifies initial clock properties; an update properties message that identifies updated clock properties; an add interval message that identifies an interval to be added to a clock; a remove all intervals message that identifies a clock from which all intervals are to be removed; and a delete clock message that identifies a clock to be deleted."

Claim 23 adds into claim 21 "comprises the following messages: a create animation message that describes an animation to create; and an update animation message that identifies an animation to update and updated properties."

Claim 24 adds into claim 21 "the following messages: a create animation collection message that identifies multiple animations that are to be grouped as one animation collection; an add animation to collection message that identifies an animation to be added to an identified animation collection; and a remove animation from collection message that identifies an animation to be removed from an identified animation collection."

Claim 25 adds into claim 11 "the following messages: a create static value message that identifies a value type and an initial value to render; and an update static value message that identifies a static value to update and a new value for the static value."

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Phu K. Nguyen whose telephone number is (571) 272 7645. The examiner can normally be reached on M-F 8:00-4:30.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, bipin Shalwala can be reached on (571) 272 7681. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free).

PHU K. NGUYEN
Phu K. Nguyen   PRIMARY EXAMINER
September 29, 2005   GROUP 2300